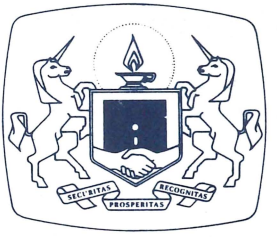
Russki Duck™

COPYRIGHT ©1982 GEBELLI SOFTWARE, INC.

A Product of



The Software Guild

SYSTEM REQUIREMENTS

Apple®II, II+ or Franklin Ace™ 1000 • 48K RAM
DOS 3.3 • One Disk Drive

PACKAGE CONTENTS

Russki Duck Diskette
Warranty Card
Instruction Booklet

OVERVIEW

FROM: Director, CIA, Washington, D.C.
TO: Special Agent

A copy of the top secret plans for the MX missile system have fallen into enemy hands. Intelligence has intercepted a coded message that reads "...get the duck from the crate and be ready to leave by midnight." We assume foreign agents have hidden the plans inside a decoy duck and intend to smuggle them out of the country in a crate—unless you can stop them. As our top agent, you must find the plans and put them back in the security room in the CIA building. This is not an easy assignment. You must use a variety of tools to get to the plans, and enemy agents have a habit of moving things around and planting deadly booby traps to confuse you. Good luck!! The future of the Free World may depend on you.

GETTING STARTED

To get started with Russki Duck simply follow these steps (this is called "booting"):

1. Make sure the power switch on the rear left of the computer is in the off position.

2. Open the disk drive door by pulling out and up on its bottom edge. Slip the diskette into drive #1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)

3. When the diskette is entirely in the drive, close the drive door.

4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith logo page and Russki Duck title page appear on the screen. If you don't please try turning your computer off briefly, and then on again.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other microcomputer programs:

Handle your diskettes carefully, and always keep them in their special sleeves while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not press ⟨CTRL-C⟩ while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.

Apple is a registered trademark of Apple Computer, Inc.
Franklin Ace is a trademark of Franklin Computer Corp.
The Software Guild is a service mark of The Software Guild.
Softsmith is a trademark of Softsmith Corp.

MOVEMENT CONTROLS

⟨→⟩	moves you right
⟨←⟩	moves you left
⟨A⟩	moves you up
⟨Z⟩	moves you down
⟨SPACE BAR⟩	picks up and drops objects
⟨S⟩	uses objects

OTHER CONTROLS

⟨ESC⟩	pauses the game (press any key to resume)
⟨CTRL-C⟩	redefines the keyboard controls
⟨CTRL-R⟩	restarts the game from scratch (you must be inside a building to use this key)
⟨0⟩—⟨9⟩	controls movement speed inside buildings

OBJECTS

In playing Russki Duck you will see a variety of objects on the screen at different times. The following list includes most, but not all, of them. As many of the objects have a specific purpose, learn to recognize and use them.

You

Foreign Agents

Crate (marked with an X on top)

Hammer - opens crates and disables foreign agents if they try to attack you

Screwdriver - deactivates bombs

Key - opens the duck

Bomb - the booby trap planted inside crates to confuse and kill you (You have about 10 seconds to leave the room before it blows up, or you can deactivate the bomb with the screwdriver and be rewarded for your bravery.)

Duck - where the plans are hidden

MX missile plans - must be returned to the CIA security room and placed behind the security gate to win

Security card - opens the CIA security gate

Disguise - keeps foreign agents from recognizing you

Other objects you may encounter include jewels, strawberry, cars, IBN computer and flowers.

HOW TO PLAY RUSSKI DUCK

After you have "booted" Russki Duck, the screen will read, ***Mission Russki Duck..., Agents—5, Bonus $000000, Hit a Key.*** This means you have five agents, and that your bonuses are in dollars. When you hit a key you'll find yourself in the CIA building. Try moving yourself around. You must leave the building by locating the proper exit and begin searching for the proper tools needed to accomplish your mission.

On the Street and Inside Buildings

The first time you play Russki Duck you may have trouble finding yourself once you move outside the CIA building. This is because you have changed shape into a small square. Look at the upper right-hand building and press (←) to see yourself. Then begin moving in and out of the buildings to locate the tools and objects you need.

Locating Tools and Objects

Any building may or may not contain certain objects at a particular time. Furthermore, enemy agents may move objects from their proper places to any other building in an attempt to confuse you. (For example, you would expect to find a hammer in the hardware store—but those tricky agents may have moved it and put jewelry there instead.) Because the CIA wants to improve its public image, you can receive bonus points for returning misplaced objects to their proper locations. There is also a secret message hidden among the objects. Find it for an additional bonus.

Picking up, Dropping and Using Objects

To pick up an object, position yourself next to or over it and press ⟨SPACE BAR⟩. Press ⟨SPACE BAR⟩ again to drop the object. To use an object you must be holding it. Move over next to or over the object you want to act on and press ⟨S⟩. Many of the objects you will find in the buildings have special uses, so study the list of objects above before beginning to play. But remember, you can pick up only one object at a time.

Those Tricky Foreign Agents

The foreign agents have more than one trick up their sleeves. In addition to moving things around and planting deadly bombs, they can steal any object you may be carrying and can outright kill you. Your only protection against them is to keep moving.

Winning the Game

Your primary objective in Russki Duck is to return the plans to the security room. It is the room with the security gate (flashing line) within the CIA building. Don't forget to present your security card!

Redefining the Movement Commands

If you find that the movement commands used are not convenient, Russki Duck allows you to redefine them in any way you wish. To do so, press ⟨CTRL-C⟩ during play. The existing commands will appear on the screen with the "up" key command flashing. Enter the key you wish to use for "up" and press ⟨RETURN⟩. The next motion command will then flash. Repeat the above precedure for all the movement command keys. Press ⟨ESC⟩ to return to the game.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

If you have problems running your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

Given normal use, it should not be possible to damage your diskette. Should your diskette become damaged, please send it to us together with a short description of the problem. The Software Guild will replace your disk promptly, per provisions in the warranty.

The objective of The Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

The Software Guild™
Service Department
24213 Clawiter Road
Hayward, CA 94545

Russki Duck Manual v.1
November, 1982
Edited by The Software Guild

NOTES